

DETAILED ACTION

Claim Rejections - 35 USC § 102

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

2. Claims 1 rejected under 35 U.S.C. 102(b) as being anticipated by Caggiano (5308077).

Claim 1: Caggiano teaches a board game having a board (12), a path with start space (large square at upper left corner), an end space (large square at the lower left corner), tokens (18), dice (14) and a plurality of squares (3:44-56) that can be treated as match squares. Caggiano inherently teaches the subject matter of the match being sports (3:42-43) and the players competing either individually or in teams (3:56-59).

Claim 3: Caggiano teaches a shape of path looping as in the shape of cups at least three places. The limitations "whereat....match dice" are rules for playing and do not further limit the apparatus in the claim.

Claim 4: The limitations are rules for playing and do not further limit the apparatus in the claim.

Claim 5: Caggiano teaches a die set 14. Intended use limitations and rules do not further limit the claimed apparatus.

Art Unit: 3711

Claims 6, 7, 8: Caggiano spaces marked with letters can be used for any intended use including as hazard space and cards (16) that can be used for any intended use including as several sets of hazard cards.

3. Claims 1, 2, 25-27, 28-34 rejected under 35 U.S.C. 102(b) as being anticipated by Pierce (4832346).

Claims 1, 28, 29, 30, 31: Pierce teaches a board game having a board (Fig.1), a path with start space (1), an end space (33), tokens (abstract), dice inherently having numbers (2:32-42) and a plurality of squares (3:13-17) that can be treated as match squares. Pierce inherently teaches the subject matter of the match being sports (Football) and the players competing either individually or in teams (Fig.8).

Claims 32-34: Limitations are intended use and do not further limit the apparatus

Claims 2, 26, 27: Pierce teaches a tabulation means as in score sheet with means for adjusting position of teams (as in recording means in Fig.9) for recording any information needed to maintain the game play.

Claim 25: Pierce teaches spaces numbered 1 through 72.

Claim Rejections - 35 USC § 103

4. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

5. Claim 9-21 rejected under 35 U.S.C. 103(a) as being unpatentable over Pierce.

Art Unit: 3711

Pierce teaches all limitations except that it does not expressly teach providing game money. Pierce however teaches using money to complete (1:25-40) their team and to participate in sports. In order to make the game team competitive, it would have been obvious to acquire players and complete teams. One of ordinary skills in art at the time the invention was made would have suggested providing money in the game for each participant.

Claims 10-13,16-21: Paying various amounts to players, it treated as rules for play and do not further limit the game apparatus. Intended use limitations also do not further limit the claimed apparatus.

Claims 14, 15: Pierce cards (Fig.4-7) can be used for any intended use including as several sets of star cards.

6. Claims 22-24 rejected under 35 U.S.C. 103(a) as being unpatentable over Pierce in view of Romaniello.

Claim 22: Pierce teaches all limitations except that it does not teach providing emblems for teams. Romaniello teaches providing emblems (3:13-15) for teams. In order to properly simulate a sports match, it would have been obvious to provide items to make the game real like. One of ordinary skills in art at the time the invention was made would have suggested providing emblems for teams.

Claims 23, 24: Limitations are intended use/rules and do not further limit the claimed apparatus.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Vishu K. Mendiratta whose telephone number is (571) 272-4426. The examiner can normally be reached on Mon-Fri 8AM to 5PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Eugene Kim can be reached on (571) 272-4463. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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